All-New Format!

KING'S QUEST®2

Romancing the Throne

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

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KING'S QUEST®2

Romancing the Throne

HINT BOOK

Introduction

Welcome to the Kingdom of Daventry and *King's Quest II!*
I hope you are having as much fun playing this game as all of us had creating it. There are many different ways to play *King's Quest II*. If you have a problem that I haven't mentioned here, feel free to contact Sierra at (209) 683-8989.

The whole point of playing *King's Quest II* is to discover its puzzles and then solve them. However, this might be the first adventure game you've ever played, or, the puzzles may be so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book.

How to use a hint book
When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use a hint book
Be sure to read only those hints you really need. Do *not indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions a goat, doesn't mean that goats are important in this game, or even exist in this game.*

If you've finished *King's Quest II*
Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After the End of the Game." *But*, be **very cautious** using that section, it will ruin the game if you see it too soon!

If you enjoy this game, you're sure to like the other animated adventure games from Sierra: the original ***King's Quest, King's Quest II: Romancing the Throne, King's Quest III: to Heir is Human, Space Quest*** and ***The Black Cauldron.*** After finishing them, be sure to "stay tuned" for ***Police Quest***, "coming soon to a computer near you." Good luck in your adventuring and here's hoping you enjoy ***King's Quest II!***

Al Lowe

General Questions

All I do is wander around! What's going on here? There must be more to (adventure game) life than this?!

This game is too fast! This game is too slow!

How do I "see" the objects I'm carrying?

How do I "drop" objects?

Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Where does King Graham put all that stuff he's carrying?

Start fresh from the very beginning. Re-boot the disk. Don't touch any key and watch the story that unfolds. It will tell you the plot of the game.

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. *Almost* every object in the game has a purpose, and is used for something.

You are seeking a beautiful girl, possibly near a tower.

You feel sure those magic doors have something to do with it.

On some computers, you can type "slow," "normal," or "fast," to change speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

Just type "look" and the name of the object.

You don't. You're going to need everything you find. (You may, however, "use" things, thus consuming them.)

Nothing. Everyone "fails" a lot in adventure games. That's one reason it's so satisfying to finally solve one. Your problem is: you aren't "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

To save a game, you'll need a blank disk, or one with data on it that is no longer needed. See your reference card for details.

After you have a "saved game" disk, you just type "save game" at any time to save a game in exactly that spot. Follow the prompts to name your saved game. See your reference card for further explanation.

The same place Superman puts his street clothes when he flies!

To Open the First Magic Door

The Land of Kolyma

Once I start riding the flying turtle, how do I get off?

[redacted]

I die whenever I swim too far in the ocean.

[redacted]

[redacted]

How do I find the mermaid?

[redacted]

If the rickety old bridge always collapses under me, how will I ever finish this game?

[redacted]

How do I get to the castle in the middle of the poisoned lake.

[redacted]

This is the perfect example of a phony question. I put this here just to see if you'd fall for it. And...you did!

Why are you reading this? There's no way to ride the flying turtle!

In fact, there isn't even a flying turtle in this game.

There *is* a "jumping fish" that flits around while you swim in the ocean, but you can't ride him either.

This just shows that even lots of answers don't validate a fake question.

From now on, you must promise me not to read answers indiscriminately like this. Even a big answer like this one could well be a phony. Even a seemingly logical question may be wrong. Now raise your hand and repeat after your Uncle Al: I will not look at answers to questions I don't...

That's right, you do. You can only swim for a little while without heading for shore again.

Swimming may not be the answer.

But, don't you agree the jumping fish looks cute?

Find the first magical door and read the inscription.

The mermaid will appear on a rock at the beach.

After all, it *is* a rickety old bridge. It may only be good for a few crossings.

It won't always collapse. You're just crossing it *too* often.

It's good for three round trips, plus one more (seven crossings total). If there's a problem, you may be playing from a saved game that has some extra trips.

(Insider's hint: the counter for how many times you've crossed is located somewhere in the center of the bridge. Don't meander around on the bridge; go directly across.)

You can't, until after you unlock the second magic door.

Read the inscription on the third magic door.

How can I make the antique store open?

There's a wolf in Grandma's bed!

There's a grandma in Grandma's bed! (But, I still don't know what to do!)

How do I get the winged horse to appear?

All right, I'm getting desperate! I've paid my money! I want to know how to get that door open! And, I want to know right now!

Look for a boatman at the south end of the lake.

Perhaps you're too eager. Remember, this game changes as you progress.

It will open when you are ready for it.

See hints under, "to Open the Second Magic Door."

I can't find anything to steal from the monastery.

You'd steal from a church?!

Bad idea.

Instead, you might try doing what normal people do in a holy place.

Walk to the altar and "pray."

When you encounter the wolf in Grandma's bed, leave and try again later. Grandma may be there the next time you enter.

You don't *have* to solve this puzzle, but it will help you later in the game.

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

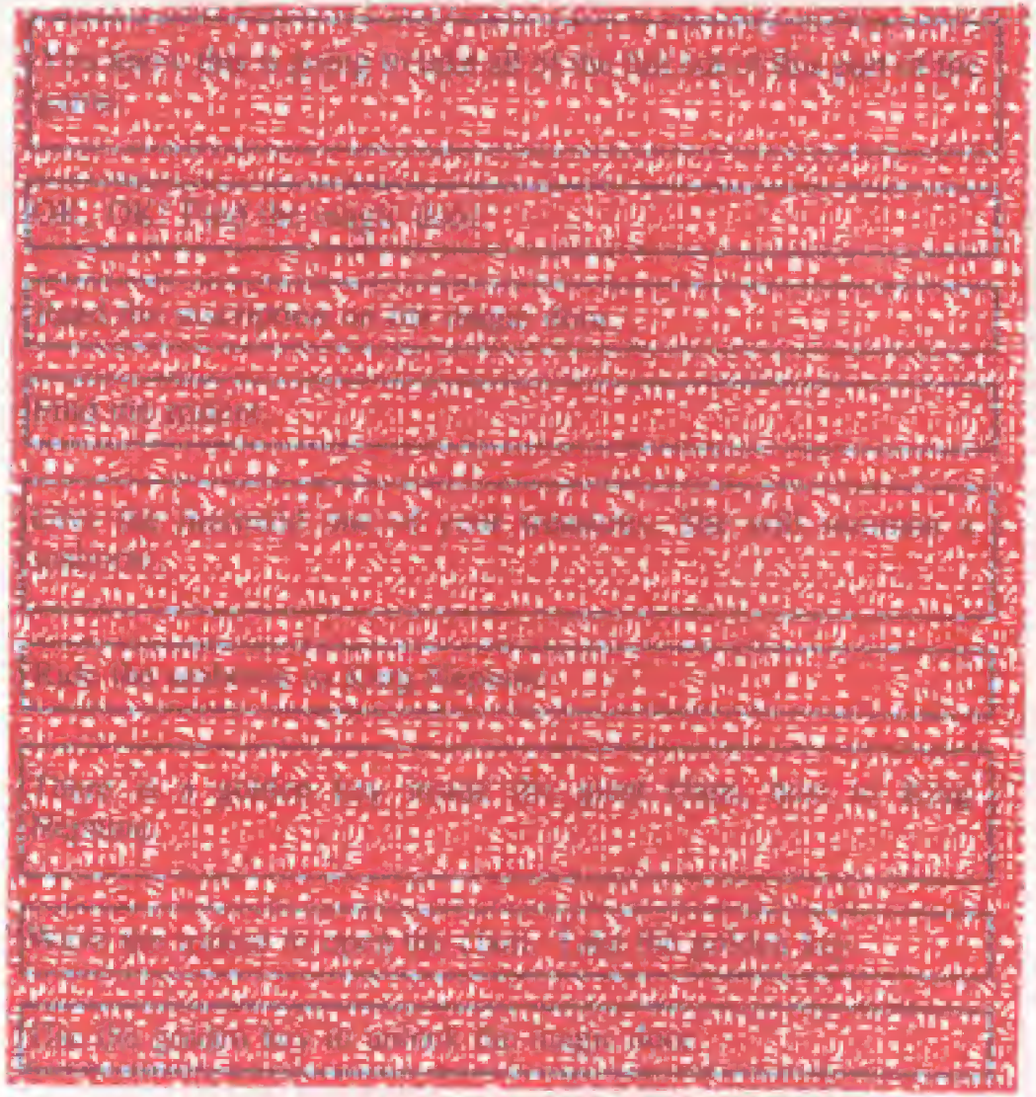
Get the pot of chicken soup and feed it to Grandma.

What was the third gift you received from the genie?

When you rub the magic lamp a third time, the genie will give you a bridle.

Throw the bridle on the snake.

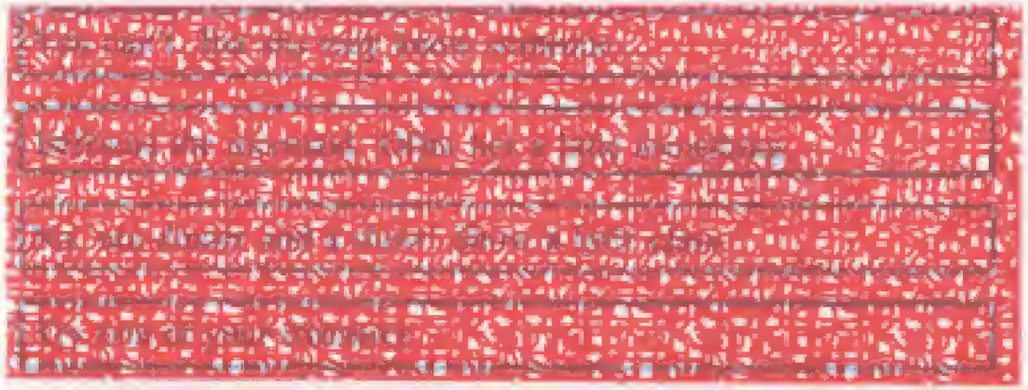
Gosh! Grumpy, aren't we?! Are you sure you want to read this?



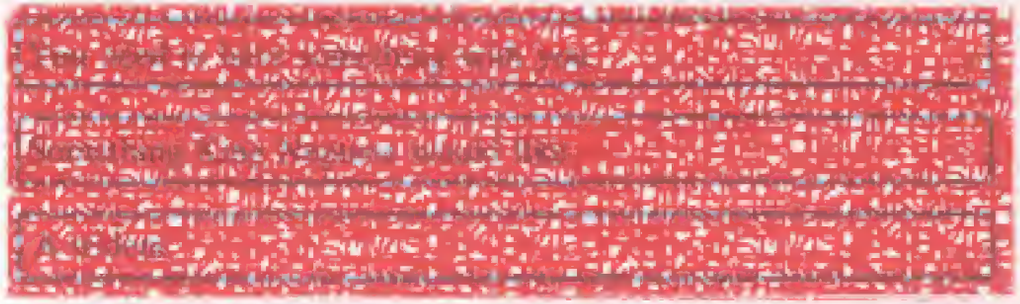
Neptune's Kingdom

How can I swim far enough to find King Neptune? How can I dive deep enough to find King Neptune?

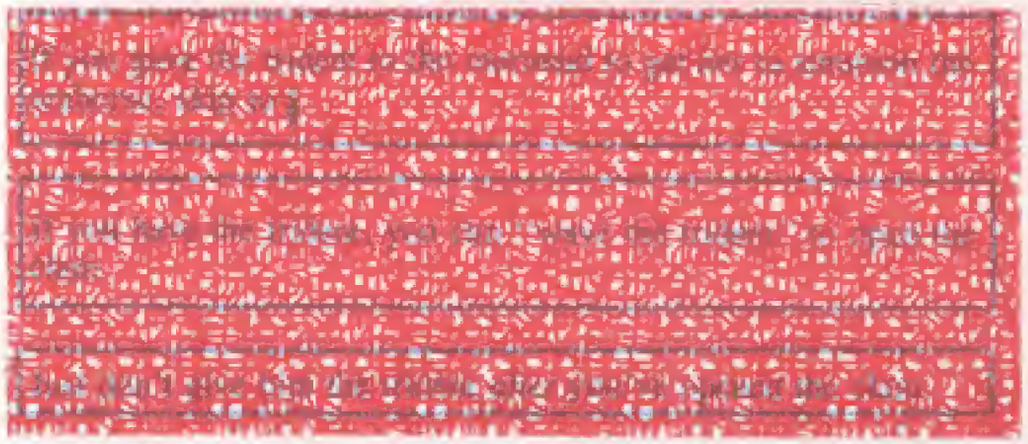
How can I get that mermaid to take me to King Neptune?



I'm with King Neptune, but can't do anything but leave.



King Neptune keeps getting mad at me, *very* mad!



You know this is going to take all of the fun out of this part of the game.

OK, OK! Find the magic door.

Read the inscription on the magic door.

Find the trident.

Give the mermaid one of your treasures. She will summon a seahorse.

Ride the seahorse to King Neptune.

There is a golden key inside the giant clam, next to King Neptune

Wave the trident to open the clam. Take the golden key.

Use the golden key to unlock the magic door.

You can't. But you can ride a magic seahorse underwater.

The mermaid will summon the seahorse if you give her a nice present.

You can't. But she may know someone...

Befriend the mermaid. Offer her a little something.

No, not dinner and a show! Show a little class.

Try one of your treasures.

You need to have something with you.

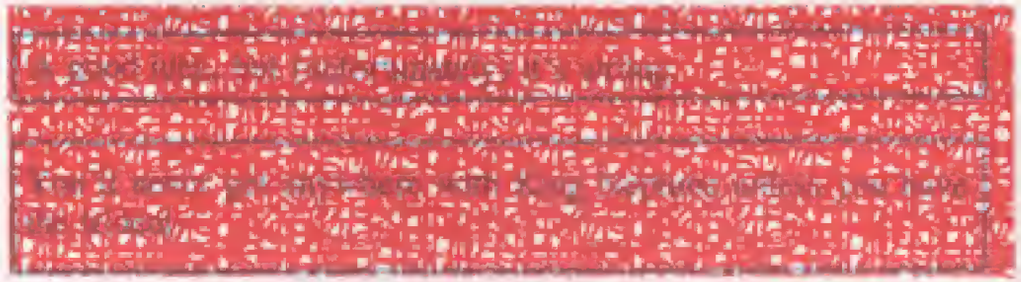
Something King Neptune would like.

A trident.

If you gave the trident to the mermaid to get her to summon the seahorse, skip to ↓

If you have the trident, you can "wave the trident" to open the clam.

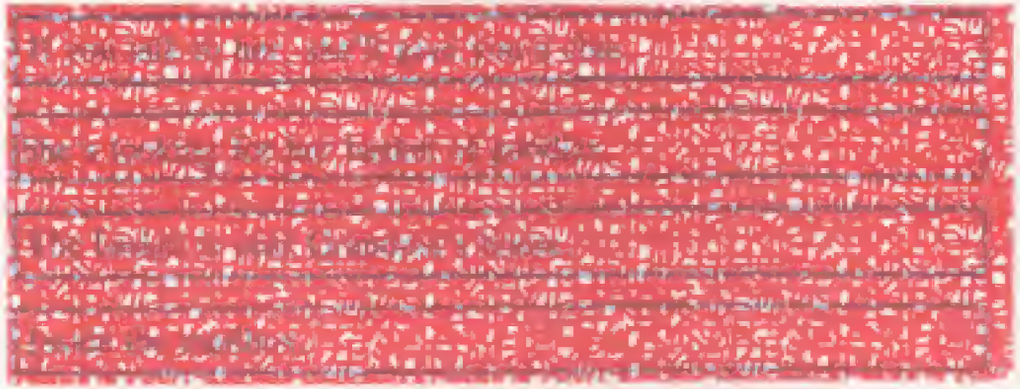
Just don't give him the trident *after* you've opened the clam.



Characters you may Encounter around Kolyma

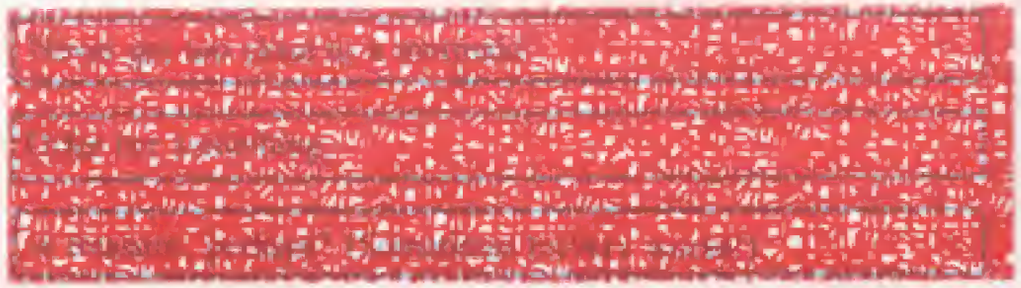
Little Red Riding Hood

What should I do with Little Red Riding Hood?



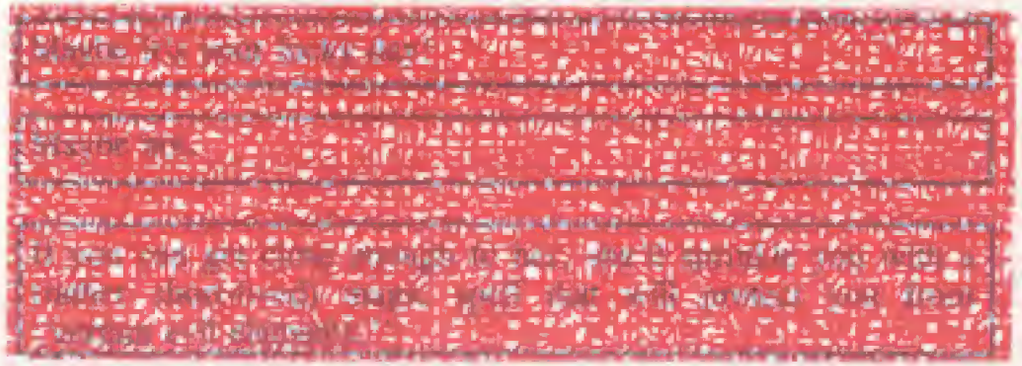
The Mermaid

There's a mermaid on a rock, but whatever I try, she swims away.

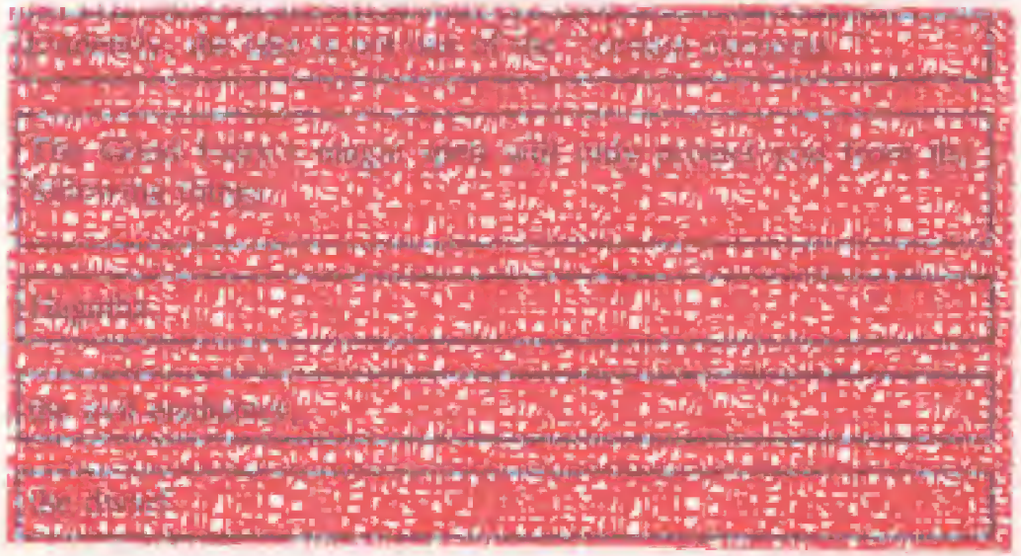


The Good Fairy

Why is the Good Fairy here?



Even though I've been protected from "certain evil elements," I still can't swim to that island in the center of the poisoned lake.



How can I escape from the "bad guys" hanging around Kolyma?

A good idea, but (unfortunately) it's wrong.

You'll never get anywhere with King Neptune unless *you* have the trident.

If you talk to her, she'll give you a clue.

She's looking for her basket of goodies.

The basket is near Grandma's house.

Inside the mailbox.

Never get too close to a mermaid.

Offer her something.

A treasure, perhaps? (Sometimes bribery works!)

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a (rather short-lived) magic spell that will protect you from "certain evil elements."

Evidently, the lake is not one of the "certain elements."

The Good Fairy's magic spell will only protect you from the following things:

Hagatha,

the evil enchanter,

the dwarf.

The best way is to just avoid them entirely. Go around these scenes. Or,

[redacted]

Hagatha

How do I stop getting killed by Hagatha?

[redacted]

The Dwarf

The dwarf keeps stealing stuff from me!

[redacted]

[redacted]

I can't figure out what to do after I put on the dwarf's hats.

[redacted]

How can I stop the dwarf from "getting me" while I'm inside his house?

[redacted]

The Enchanter

How do I get away from the enchanter?

[redacted]

Walk near the edge of the screen. Then, if they come close you can quickly move to another room. Or,

Hide behind a tree or bush. (Insider's hint: if even one bit of you shows, you may be seen.)

Stay away from her.

Sometimes the *obvious* answer is the *correct* answer.

The Good Fairy's spell will help, but only outside her cave.

Is it possible to get that nightingale from Hagatha's cave?

Keep entering her cave until you find that she's not home.

You can then take the cage without fear.

Whenever you allow him to get close to you, he'll take one of your treasures.

The Good Fairy's magic spell will protect you from the dwarf.

It is possible to recover anything he takes.

He usually puts his booty in his house.

Look inside the chest.

Call Sierra and tell them how you did it, since it's impossible!

This is another fake question.

Easy. Wait until you enter his house and he's not home. (It's difficult to get away from him because he's so fast!)

The Good Fairy's magic spell will protect you from the enchanter.

Other than that, all I could do was run. If you find some other way, why don't *you* call *me*!

Does the evil enchanter have any redeeming social value whatsoever?

[redacted]

To Open the Second Magic Door

The Land of Kolyma

What?! Another door?

[redacted]

I can't figure out where to start solving this one!

[redacted]

The antique store puzzles me.

[redacted]

I've got the old oil lamp from the antique store. Now what?

[redacted]

The Top of the Cliffs

Why did I come up here? All I can do is get killed.

[redacted]

No, but he makes great frog legs.

Yes! And, you're going to need another key!

Be sure to read the inscription on the second door.

But, remember: the game has changed as you've progressed.

New things will happen to help you find key #2.

Remember the famous bumper sticker: "When the going gets tough, the tough go shopping!"

Since you read the inscription on the second magic door, the sign in the window of the antique store now reads "Open."

Go to the antique store.

Talk to the old lady.

You'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

You might try flying.

You'll need some help.

Did you ever read *The Arabian Nights?*

You need a flying carpet.

Rub the genie's lamp and you'll get a free ride.

Maybe you could use your sword.

You don't have a sword? "I Dream of..."

OK, I give up! How do I get that second door open!

To Open the Third Magic Door

The Land of Kolyma

I can't even get started. What's changed? What do I do first?

How do I take the rowboat across the poisoned lake?

Count Dracula's castle

I've crossed the poisoned lake, and landed on that island in the middle. Why bother coming? All I do is die!

Rub the lamp again.

Use the sword to kill the snake.

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the antique store. It's open for business now.

Buy the oil lamp by giving the old lady two of your treasures.

Leave the store and rub the lamp.

Ride the carpet to the top of the cliffs.

Rub the lamp again and the genie will give you a magic sword.

Kill the snake with the magic sword.

Go past the snake. The second golden key is inside the cave in the hillside.

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.

Be sure to read the inscription on the third magic door.

Go to the south shore of the poisoned lake.

Notice there's a rowboat (complete with shrouded ghoul!) here for the first time.

Offer something to the shrouded ghoul.

One of your treasures.

Keep trying. It *is* possible to make it through the bramble bushes without dying!

No one ever said it was going to be easy!

Those ghosts always make me walk into the poisoned brambles.

I've encountered Count Dracula roaming his castle. He always gets me.

I keep stumbling in the dark. Where's the flashlight in this game?

Now, how do I light this thing?

If you have the magic sugar cube, eat it. It will prevent the brambles from harming you.

You got the sugar cube from the winged horse after you talked to him.

Don't you remember? The snake became the winged horse after you threw the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can't kill the snake with the sword first!)

Did you ever go "Trick or Treating?"

Wear a disguise so they don't recognize you.

The black cloak and ruby ring.

You found them under the bed at Grandma's house. (Didn't you?)

Think back to those old movies you used to watch on late night TV.

Try something he doesn't like.

Show him the silver cross.

You got it from the priest in the monastery.

There is no flashlight. Irving Duracell hasn't been born yet!

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

If you didn't take a flaming log from Hagatha's fire, skip to *.

You took a flaming log from Hagatha's fire?

How?

This is a fake hint.

You should be ashamed of yourself for falling for one as blatant as this!

I've found Count Dracula's "sleeping area." But...

I have the key, but I can't get that trunk open in the top of the tower.

OK, I give up! How do I get the third magic door open!

Find a flame.

One that's low enough for you to reach.

On the stairway down from the bedroom where you found the candle.

If the coffin is open, slip to † below.

Open the coffin.

After Dracula awakes, show him the silver cross. He'll leave.

† Reach in the coffin and get the golden key from under Count Dracula's pillow.

You'll need the silver key.

The only way to get the silver key is to kill Dracula while he's sleeping in his coffin.

To kill Dracula, you must have the stake and the mallet.

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go into the monastery.

Pray with the monk. Tell him your name is "Graham." He'll give you a silver cross.

Go to the south shore of the poisoned lake. Find the boat.

Give the boatman one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula's crypt.

[redacted]

On the Enchanted Island

I'm stuck on a strange beach.

[redacted]

I'm stuck on a strange beach with a fish.

[redacted]

[redacted]

I'm stuck on a strange beach with a *dead* fish.

[redacted]

Now that I'm on the enchanted island, I realize there's something back in Kolyma that I need. How can I go back?

[redacted]

I'm in the tower, but I can't get past the deadly lion.

[redacted]

I've found her! But, you know, it just doesn't seem like the game is over. I mean, after all this I was expecting more than just a kiss! Maybe some fireworks, or a fancy message from somebody at Sierra, or…

[redacted]

If Count Dracula attacks you, show him the silver cross.

Look under the pillow in the coffin.

Take the golden key and use it to open the third magic door.

Search the beach.

Throw the net. Perhaps you'll catch something.

What! You expected to catch a fish the very first try? (Obviously, you've never gone fishing with *me*!)

Try, try again!

Perhaps you don't need a fish.

The fish needs your help as much as you need its help.

You could always throw it back.

Throw the fish into the ocean.

If it offers you something, take it up on its offer.

Ride the fish.

Too bad. Try reading the hint immediately before this one.

You can't.

You'll have to restore an older "saved game," and try again.

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might ham it up a little.

The game's not quite over. You must get Valanice out of the tower, and safely back to Daventry.

OK, I give up! How do I finish this game?!

After "The End" of the Game

CAUTION: Read this page only if you have literally seen the end of the game. This section is so potent I even made the questions invisible! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

How did you...

...make the mermaid summon the seahorse?

She's afraid to walk down those stairs. Think of another way.

Remember, Dorothy: you're not in Kansas!

Inspect the amulet.

You found it north of the tower. (Didn't you?)

Think "home."

Enjoy your wedding!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

It's north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think "home."

Enjoy your wedding!

I gave her a treasure (but I lost points equal to the treasure's value).

I gave her the bouquet of flowers I got from Red Riding Hood.

...get the key from King Neptune?

[redacted]

...get the nightingale from Hagatha?

[redacted]

...get past the snake at the top of the cliffs?

[redacted]

...cross the poisoned lake?

[redacted]

...get through the bramble bushes after landing on Count Dracula's island?

[redacted]

...get past the ghosts guarding Dracula's door?

[redacted]

...stop Count Dracula?

[redacted]

...get into Valanice's chamber?

[redacted]

I waved the trident to open the clam, and swiped it!

He gave it to me – after I gave him back his lost trident.

I entered her cave when she wasn't home.

While Hag was there, I sneaked behind her to the cage, covered it with the cloth, took the cage, then sneaked out without her noticing me.

I killed him with my magic sword.

I threw the leather bridle on him. We chatted a bit, after which he gave me a magic sugar cube.

I gave the shrouded ghoul a treasure.

I disguised myself as Count Dracula by wearing the black cloak and ruby ring.

I just walked right on through!

I ate the sugar cube.

I wore the black cloak and ruby ring.

I wore the silver cross.

I showed him the silver cross.

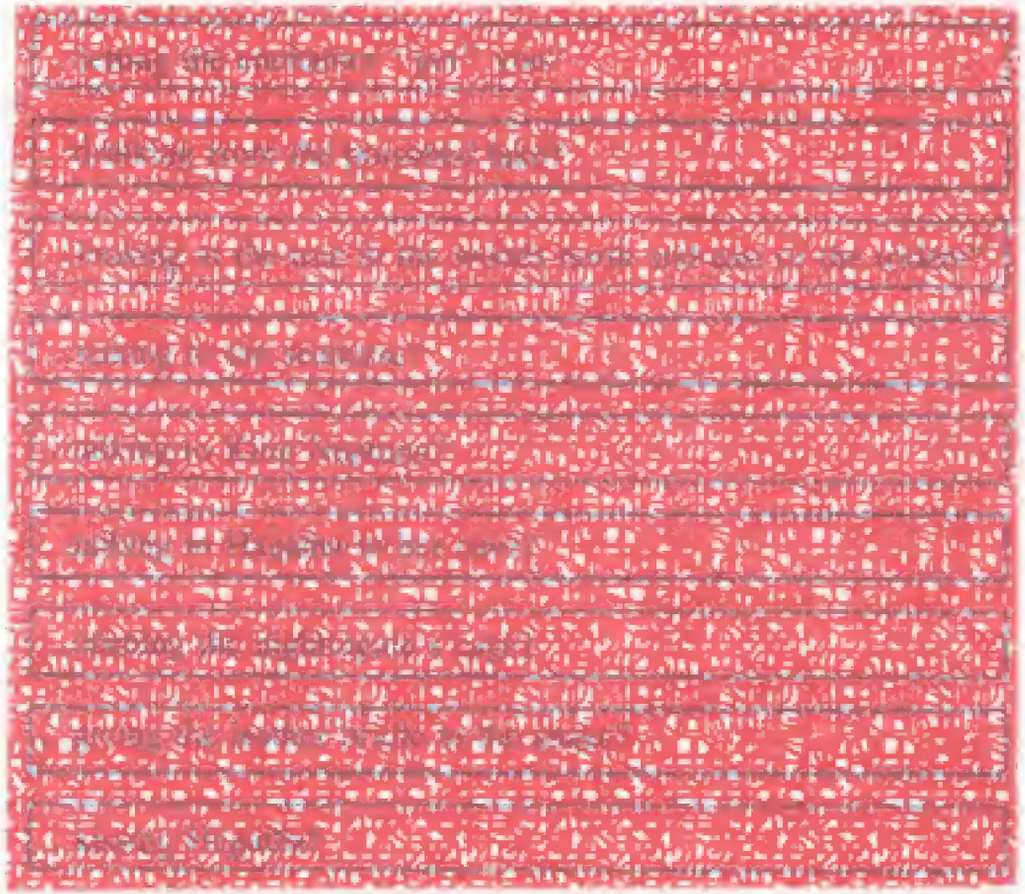
I wore the silver cross; when he saw it, he turned into a bat, and flew away.

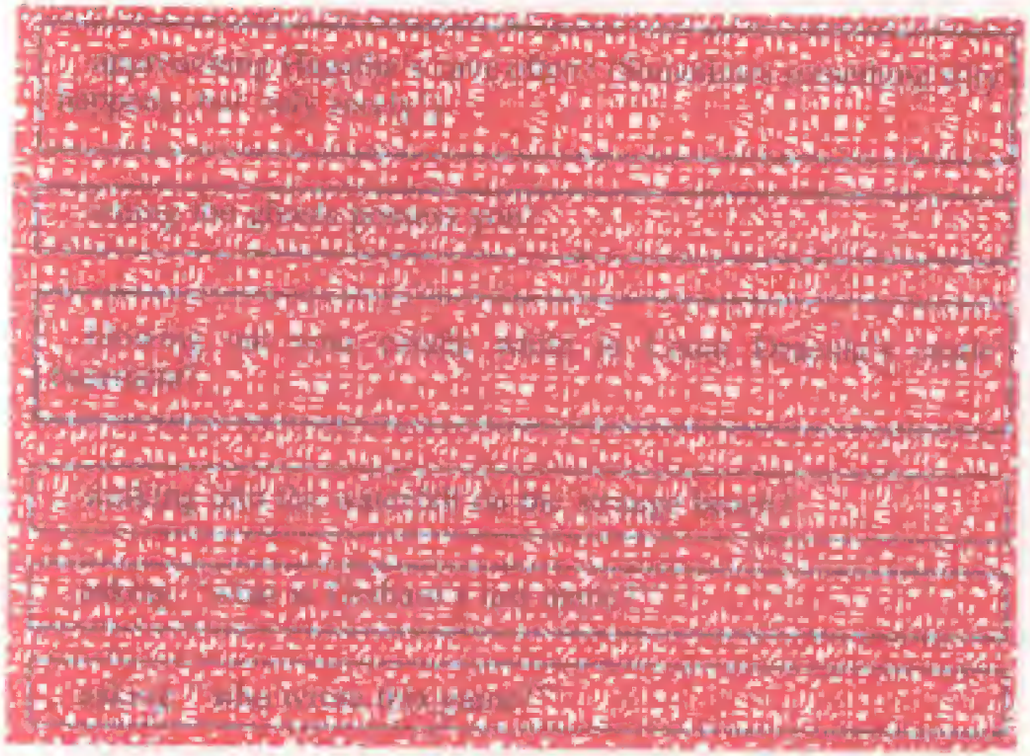
I killed him while he lay sleeping in his coffin.

I killed the lion with my magic sword.

I fed the lion the smoked ham from Dracula's dining room table.

Did you also try?





...letting the enchanter "get" you?

...drinking from the poisoned lake?

...looking at the tree in the woods north and east of the trident?

...talking to the seahorse?

...talking to King Neptune?

...talking to Hagatha in her cave?

...opening the nightingale's cage?

...giving the leather bridle to the snake?

...kissing Hagatha?

...approaching Hagatha's cave often? (Sometimes something silly happens, but only rarely!)

...letting the ghosts possess you?

...blowing out your candle while in Count Dracula's castle basement?

...walking into the waterfall on the strange beach?

...asking "what is Graham's last name?"

...asking "who wrote this game?"

Points

How and where earned | Value

Before opening Door #1

Before opening Door #2

Opening the mailbox outside Grandma's house 1
Taking the basket of goodies from the mailbox 2
Giving the basket of goodies to Red Riding Hood 4
Praying in the monastery 2
Getting the silver cross from the monk 2
Wearing the silver cross 2
Looking in the hole (south of the monastery, near the lake) 1
Taking the brooch from the hole 7
Taking the bracelet 7
Taking the stake 2
Taking the mallet 2
Taking the trident 3
Taking the necklace 7
Each trip across the rickety bridge (limit seven trips) 1
Giving the bouquet of flowers to the mermaid 2
Giving a treasure to the mermaid . . . . . - (value of treasure)
Riding the seahorse 2
Getting the bottle and cloth from King Neptune 4
Getting the key to Door 1 5
Unlocking Door 1 7

Opening the bottle and removing the cloth 2
Covering the nightingale's birdcage with the cloth 2
Taking the birdcage 2
Trading the nightingale for the oil lamp at the antique store 6
Trading two treasures for the oil lamp . . . . . - (value of treasures)
Getting the flying carpet by rubbing the oil lamp 2
Riding the flying carpet 4
Getting the magic sword by rubbing the oil lamp 2
Getting the leather bridle by rubbing the oil lamp 2
Throwing the leather bridle over the snake 5
Getting the sugar cube by talking to the winged horse 2
Getting the key to Door 2 5
Unlocking Door 2 7

Before opening Door #3

on the Enchanted Island

Taking the pot of chicken soup	2
Losing a treasure to the dwarf	- (value of treasure)
Retrieving a stolen treasure from dwarf's chest	+ (value of treasure)
Taking the earrings	7
Giving the pot of chicken soup to Grandma	2
Finding the black cloak and ruby ring	4
Wearing the black cloak and ruby ring	3
Giving a treasure to the shrouded ghoul	- (value of treasure)
Eating the sugar cube	1
Taking the candle	2
Lighting the candle in the torch flame	1
Taking the smoked ham from Count Dracula's table	2
Killing Count Dracula in his coffin	7
Taking the silver key that results	2
Getting the key to Door 3	5
Unlocking the chest in the top of the tower	1
Taking the tiara	7
Opening Door 3	7
Taking the fishing net	1
Catching the golden fish	2
Throwing the golden fish back into the ocean	3
Riding the golden fish	1
Taking the amulet	3
Feeding the smoked ham to the lion	4
Entering Valanice's room at the top of the tower	5
Holding the amulet and saying "home"	3

Maximum possible score 185

Location of all Objects

Objects	Where found	Where used

To open Door #1

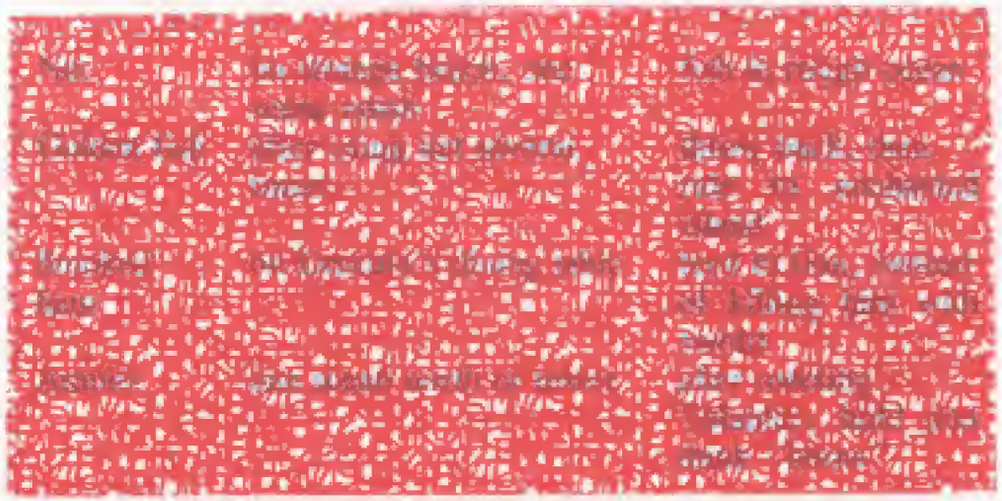
To open Door #2

To open Door #3

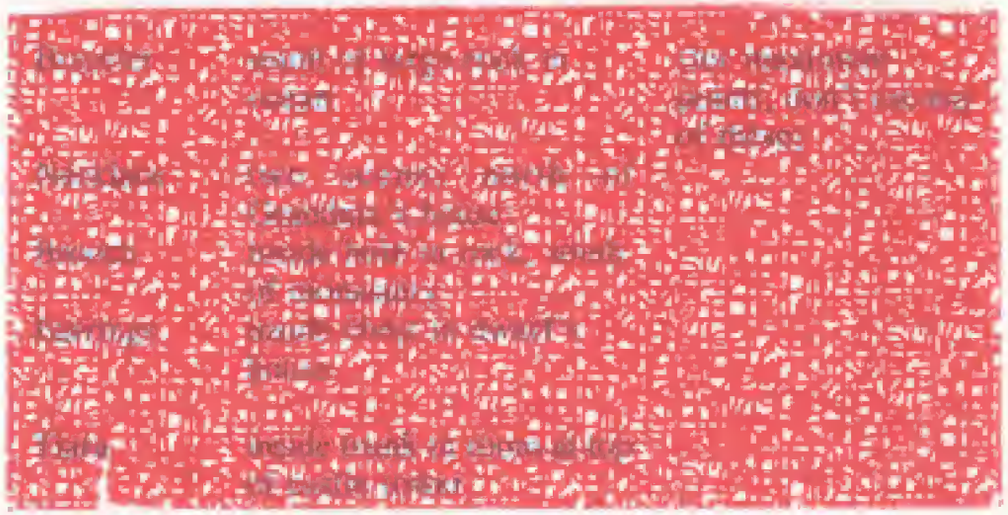
Trident	on beach, two scenes north of Start	give to King Neptune
Basket of goodies	inside mailbox outside Grandma's house	give to Red Riding Hood
Bouquet of flowers	from Red Riding Hood	give to mermaid, on large rock in ocean
Key to Door 1	inside giant clam, beside King Neptune	use to unlock Door 1
Fairy spell	from good fair, near antique store	prevents death from "bad guys"
Nightingale in cage	inside Hagatha's cave	give to old lady in antique store
Magic lamp	from old lady in antique store	rub lamp anywhere outside
Flying carpet	from genie inside lamp	ride carpet to top of cliffs and back down
Magic sword	from genie inside lamp	use to kill snake, or kill lion
Leather bridle	from genie inside lamp	throw on snake instead of killing him
Sugar cube	talk to snake/flying horse	prevents death in brambles, outside castle
Key to Door 2	inside cave on Top of Cliffs	use to unlock Door 2

Mallet	inside a tree, north and south, then east of large rock in ocean	use with stake below
Stake		used to kill Dracula while asleep in his coffin
Pot of chicken soup	in fireplace in dwarf's house	feed to Grandma
Ruby ring	from Grandma after feeding chicken soup	used with black cloak below
Black cloak	from grandma after feeding chicken soup	wear to cross lake free and pass ghost guards
Silver cross on chain	from monk, after praying in monastery	wear to pass ghost guards and scare Dracula
Candle	inside drawer in castle bedroom	used to see in dungeon
Small silver key	appears after killing Dracula in his coffin	unlock trunk in room at top of castle tower
Key to Door 3	under Dracula's pillow, inside his coffin	use to unlock Door 3

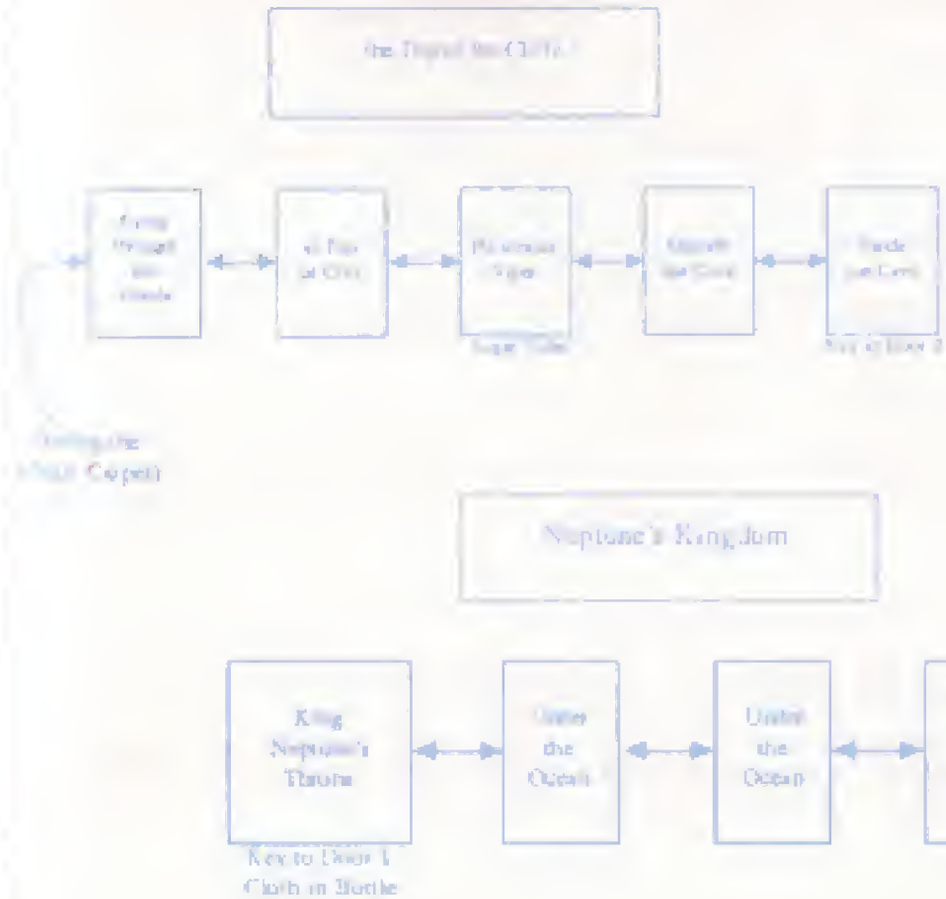
on the Enchanted Island



Treasures



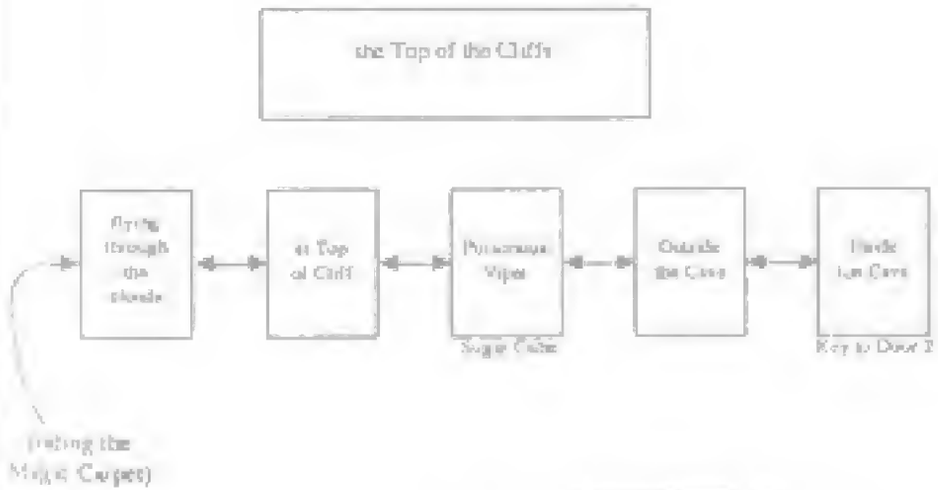
King's Quest II
Hint Map

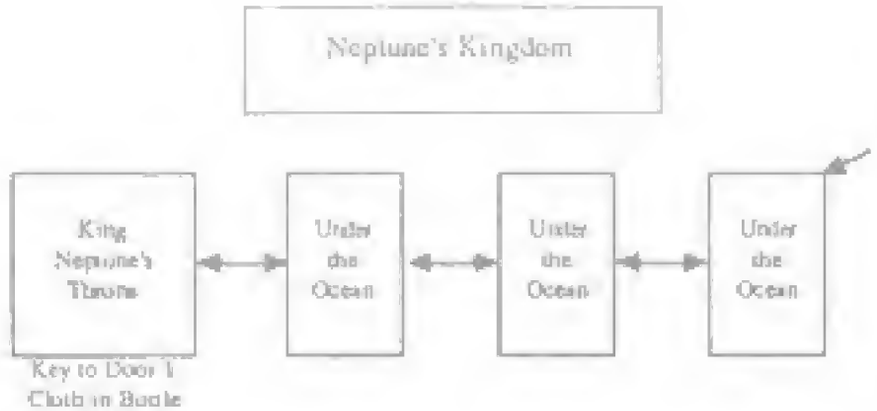


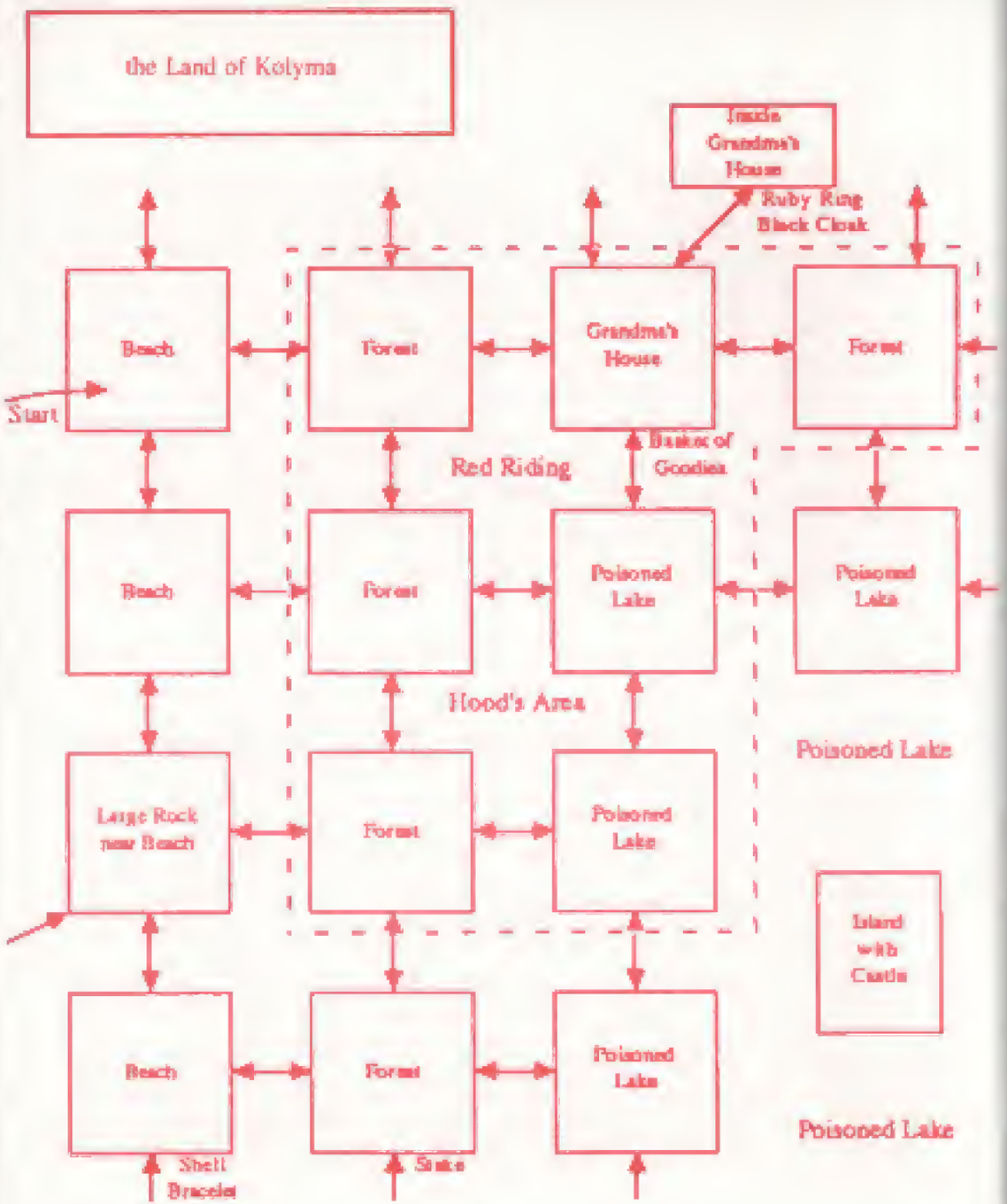
Net	on strange beach, one scene north	fish in rough ocean
Golden fish	after using net several times	throw back, then ride to enchanted island
Smoked ham	on Dracula's dining table	feed to lion, instead of killing him with sword
Amulet	one scene north of tower	after meeting Valanice, hold and think "home"

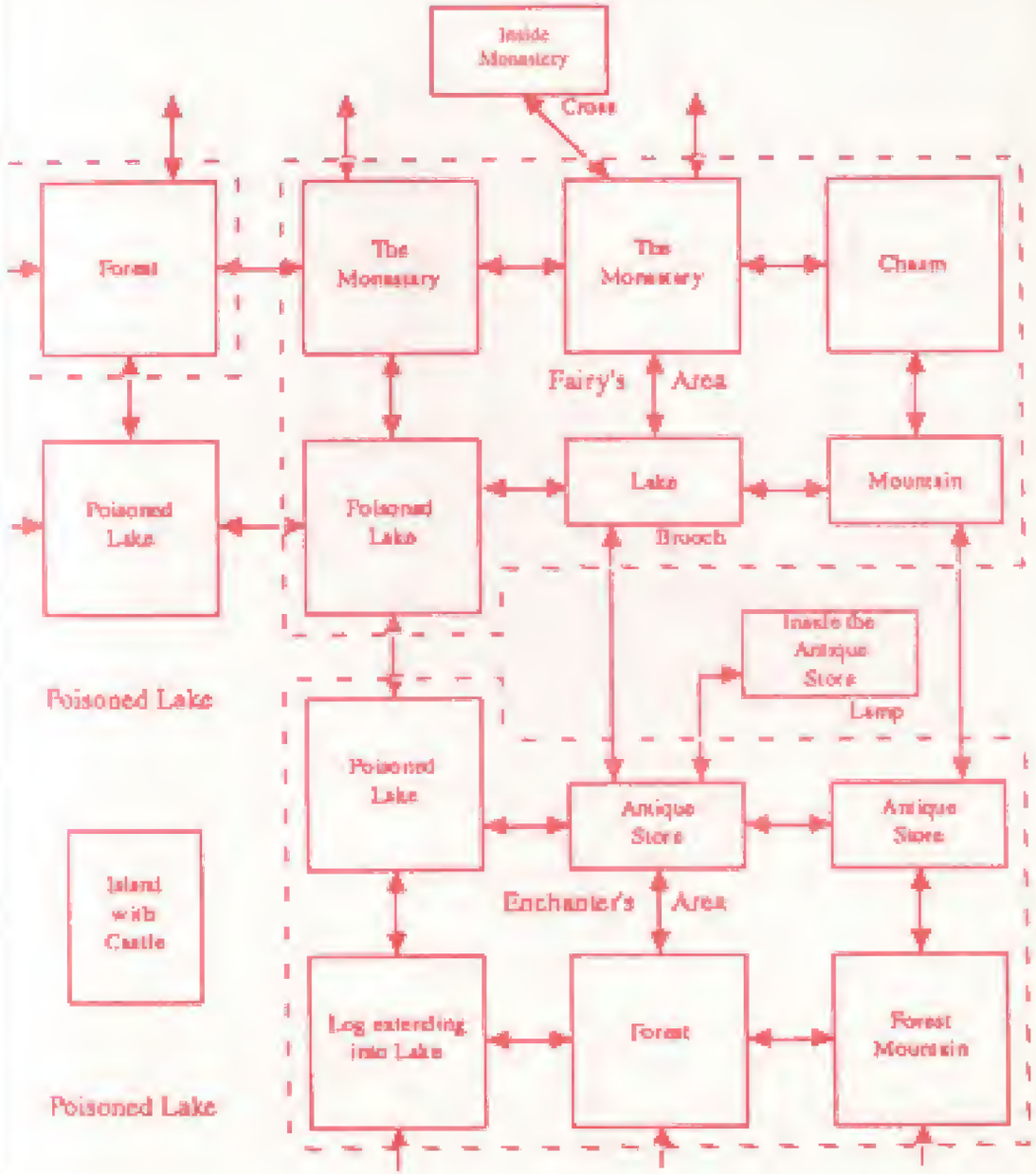
Bracelet	south of large rock in ocean	(for maximum points, don't use any of these)
Necklace	two scenes north of Grandma's house	
Brooch	inside hole in rock, south of monastery	
Earrings	inside chest in dwarf's house	
Tiara	inside trunk in room at top of castle tower	

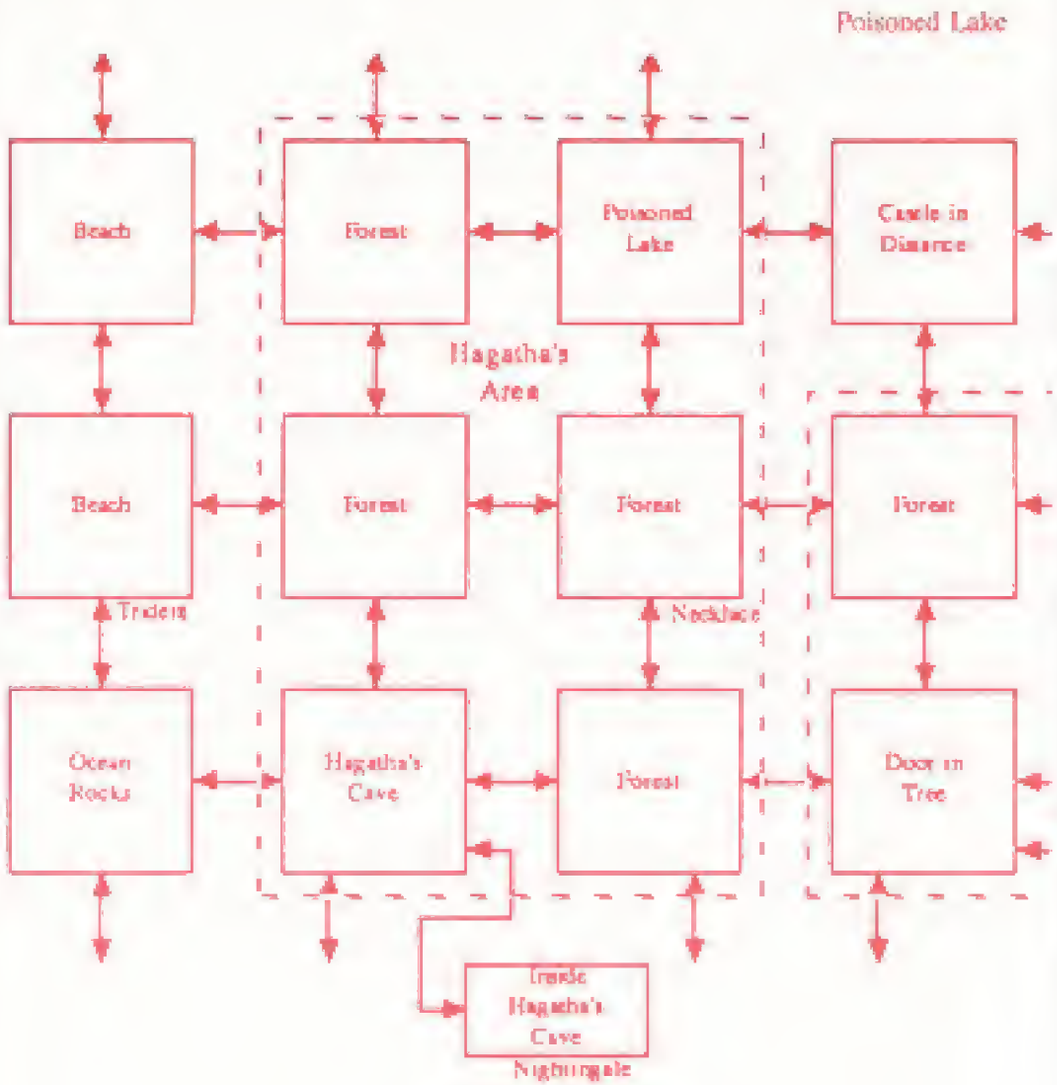
King's Quest II
Hint Map

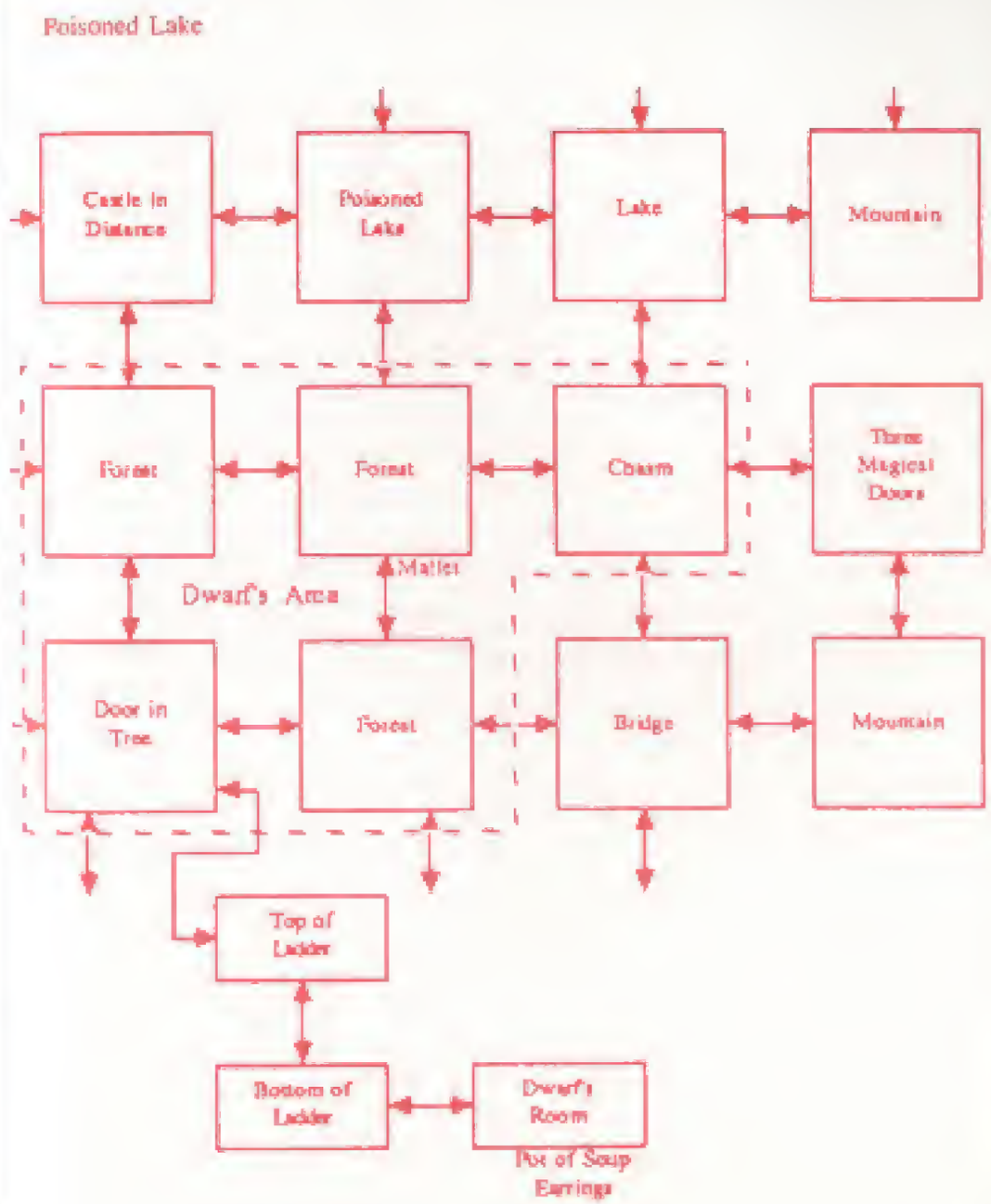




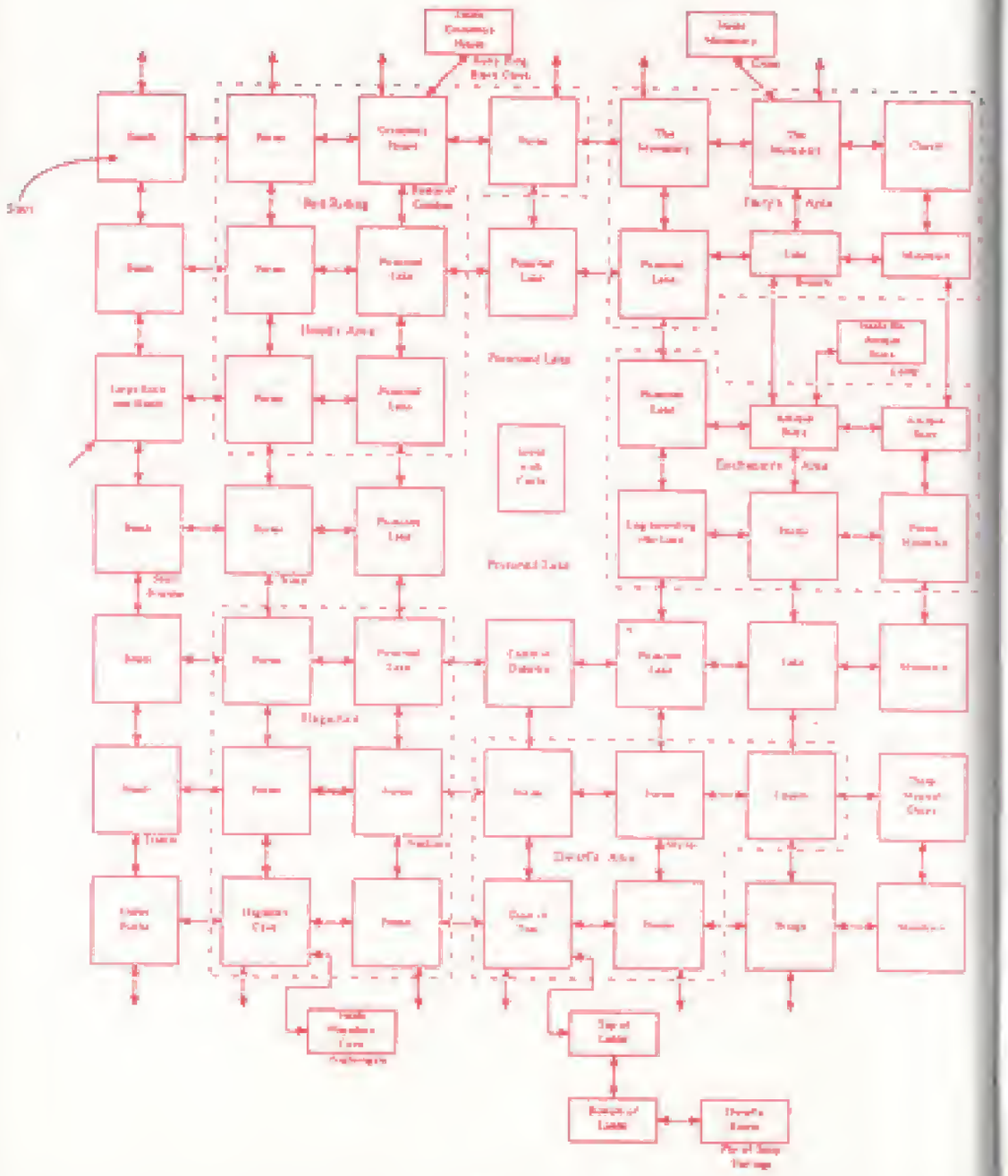

the Land of Kolyma
Inside Grandma's House
Ruby Ring
Black Cloak
Beach
Forest
Grandma's House
Forest
Start
Red Riding
Basket of Goodies
Beach
Forest
Poisoned Lake
Poisoned Lake
Hood's Area
Large Rock near Beach
Forest
Poisoned Lake
Poisoned Lake
Island with Castle
Beach
Forest
Poisoned Lake
Poisoned Lake
Shell Bracelet
Stone


Inside Monastery
Cross
Forest
The Monastery
The Monastery
Charm
Fairy's Area
Poisoned Lake
Poisoned Lake
Lake
Mountain
Brooch
Inside the Antique Store
Lamp
Poisoned Lake
Poisoned Lake
Antique Store
Antique Store
Island with Castle
Enchanter's Area
Log extending into Lake
Forest
Forest Mountain
Poisoned Lake

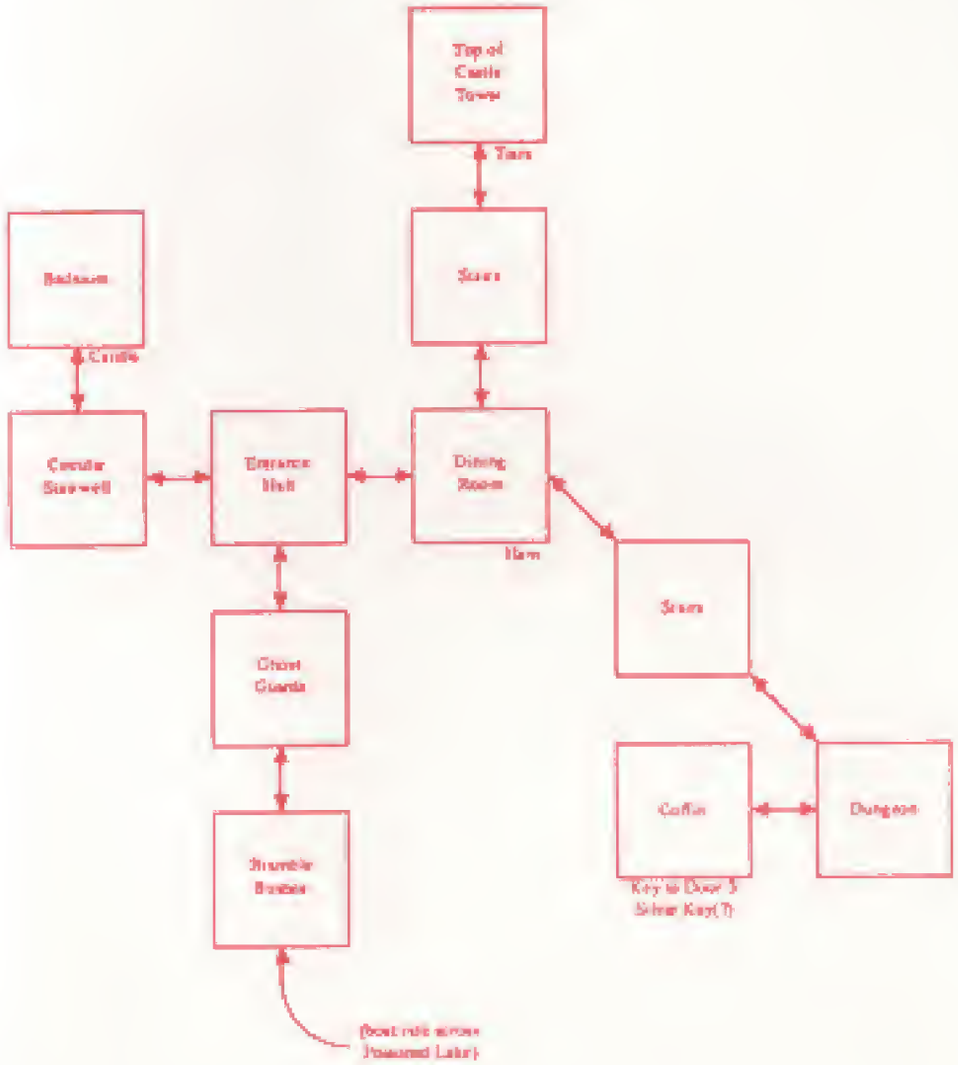

Poisoned Lake
Beach
Forest
Poisoned Lake
Castle in Distance
Hagatha's Area
Beach
Forest
Forest
Forest
Trident
Necklace
Ocean Rocks
Hagatha's Cave
Forest
Door in Tree
Trade Hagatha's Cave
Nightingale

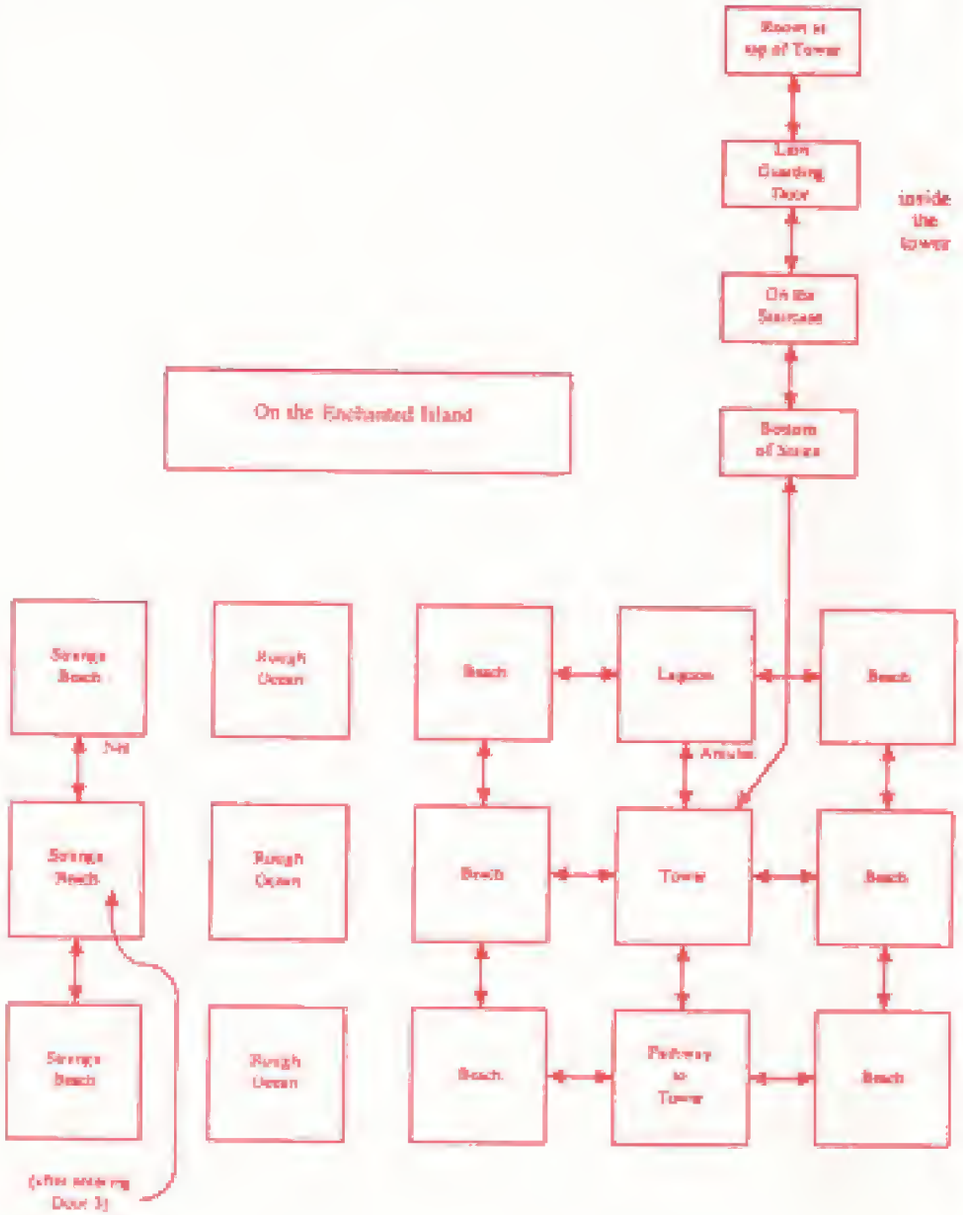

Poisoned Lake
Castle in Distance
Poisoned Lake
Lake
Mountain
Forest
Forest
Chasm
Three Magical Doors
Mallet
Dwarf's Area
Door in Tree
Forest
Bridge
Mountain
Top of Ladder
Bottom of Ladder
Dwarf's Room
Pot of Soup
Earrings

the Land of Xolystra



Count Dracula's Castle





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